## REMARKS

As a preliminary matter, applicants appreciate the examiner's continued consideration in this case. While applicants disagree with the examiner's analysis and conclusion, the continuing dialogue is productive.

Claims 4 and 7-10 stand rejected under § 102 on the basis of Glaser, and claims 1-3, 5 and 6 stand rejected under § 103 on the basis of Glaser and Kitai. Applicants respectfully traverse these rejections because neither reference, alone or in combination, discloses or suggests synchronization by a reproduction control unit that controls a receiver through a network, as in the present invention.

The examiner contends that Glaser discloses a system that transmits synchronized metadata with audio data, and that the audio control center in Glaser controls the synchronization of data. Applicants respectfully disagree.

The metadata is not synchronized with audio data when it is transmitted by the system disclosed in Glaser.

> In a preferred embodiment, meta data which relates to a selected audio clip is transmitted to the subscriber PC 110 in advance of the time the meta data is actually to be displayed.

Glaser '634, col. 24, lines 42-44. See, also lines 45-63 (emphasis added).

Thus, it is apparent that the meta data is not synchronized with the audio data when it is transmitted, as the examiner argues.

In Glaser, synchronization is controlled in the CPU 310 of the subscriber PC, not in the network.

> Synchronization of the audio data and meta data is advantageously accomplished by time stamping the meta data to be activated at a corresponding time in the audio data transmission. Software running within the CPU 310 advantageously correlates [i.e., controls] the time stamped meta data with the audio data being played back without requiring ancillary coprocessors.

Glaser '634, col. 23, line 65 through col. 24, line 4 (emphasis added).

The audio control center in Glaser does not control synchronization. Control is left to the CPU 310 in the subscriber PC.

Unlike the references, synchronization in the present invention is actually controlled by the synchronous reproduction unit connected to the network. The synchronous reproduction control unit is not in the receiver, so control is accomplished through the network, unlike Glaser, where control of synchronization is established in the subscriber PC, or receiver.

In the present invention, when reproducing the streaming data, minimum data required for decoding (in the case of image data, data required to compose a screen or picture) is stored at the client, because image data and audio data, which is sent to the client from the server, are usually compressed according to an international standard such as MPEG. However, Glaser stores the streaming data in a buffer to compensate for delay. Thus, the function of storing is quite different.

Moreover, one aspect of the present invention, the receiver reproduces stream information in real time, and the receiver reproduces the stream information and the storage-type information synchronously.

As disclosed at page 32 lines 6 to 16, page 39 lines 6 to 16, page 49 line 23 to page 50, line 11, page 54, lines 1 to 11 and page 60 lines 8 to 21 in the specification, stream information is received at the receiver, and the storage-type information is received at the receiver and stored in the storage unit. The systems employing the present invention find one application in the live broadcast of a lecture meeting or a concert, thanks to its capability of real time reproduction. From this point of view, a time delay in reproducing the stream information is undesirable.

On the contrary, Glaser discloses an audio-on-demand system where both the live audio source 210 and the recorded audio source 215 are converted into digital data and digitally compressed and inputted to a disk storage unit 230 in the audio control center 120, as described at col. 5, line 50 to col. 6, line 5, and as disclosed in Fig. 2A. The disk storage unit 230, together with the archival storage unit 235, serves as audio libraries which can be accessed by the primary server 240, as described at col. 6, lines 24 to 26. Therefore, audio data, or stream data distributed from the server 240, is not live data but recorded data. In addition, as disclosed at col. 9, line 46 to col. 10, line 11, the stream data is sent from the server 240 to the subscriber PC 110 after the subscriber PC 110 has transmitted a request message to the server 240.

In Glaser, as clearly disclosed at col. 24, lines 20 to 26, the subscriber PC receives the transmitted audio data and metadata and selectively stores the audio data within the audio data buffers and the metadata within the metadata buffers. Further, as disclosed at col. 24, lines 29 to 33, the subscriber PC may wait until the initial ramp-up is complete (i.e., until the audio data buffer has stored at least N data blocks). And as described at col. 3, lines 35 to 42, the audio data is stored for compensating audio quality degradation such that in the event of a delay in the communication link, the subscriber unit can continue to play back audio already stored in the buffers until new audio data begins to arrive again. Therefore, audio data (stream data) is not reproduced in real time in Glaser.

For the foregoing reasons, applicants believe that this case is in condition for allowance, which is respectfully requested. The examiner should call applicants' attorney if an interview would expedite prosecution.

Respectfully submitted,

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